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(54) **LOCKSTEP CLIENT-SERVER ARCHITECTURE**

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(57) **ABSTRACT**

A method includes sending, by a server to each of a plurality of client devices, initializing information at a start of a task in a client application running on each of the plurality of client devices. The method further includes receiving, by the server, an input message from one of the plurality of client devices, wherein the input message is generated from an interaction with the task in the client application. The method further includes generating, by a computer processing device of the server, updated information for the task in the client application based on the received input message. The method further includes sending, by the server, the updated information to each of the plurality of client devices while the task in the client application is running to maintain synchronism between the server and the plurality of client devices for the task.